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(54) Abstract Title: **Interactive game broadcasting system**

(57) An interactive game broadcasting system comprises
an entertainment server 230 employing a bearer
gateway 232 and a game engine 262, a show director
server 244 connected to the entertainment server,
and a broadcasted video output interface unit (not
shown). The entertainment server 230 receives and
sends messages, e.g. SMS, e-mail, through at least
two bearer communications systems 234, 235, 236,
and manages player responses (i.e. received
messages), with the show director server merging
the player responses in a broadcasted video. The
broadcasted video output interface unit (not shown)
may be linked to a TV broadcasting switch 246, 250
or to a large screen display system 274, and the
entertainment server may be linked to a back office
260 which controls any wagering incorporated in the
broadcasted game. The show director server may
have at least one operator interface unit 252, 254,
which may be a remote unit 254 linked to the
entertainment server through the bearer gateway
232, through which an operator controls features and
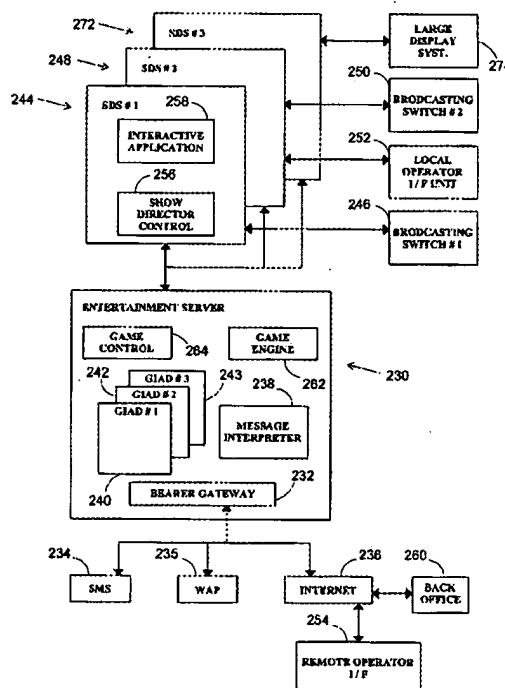content of the broadcasted game.

Fig.5

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12/21/2007, EAST Version: 2.1.0.14
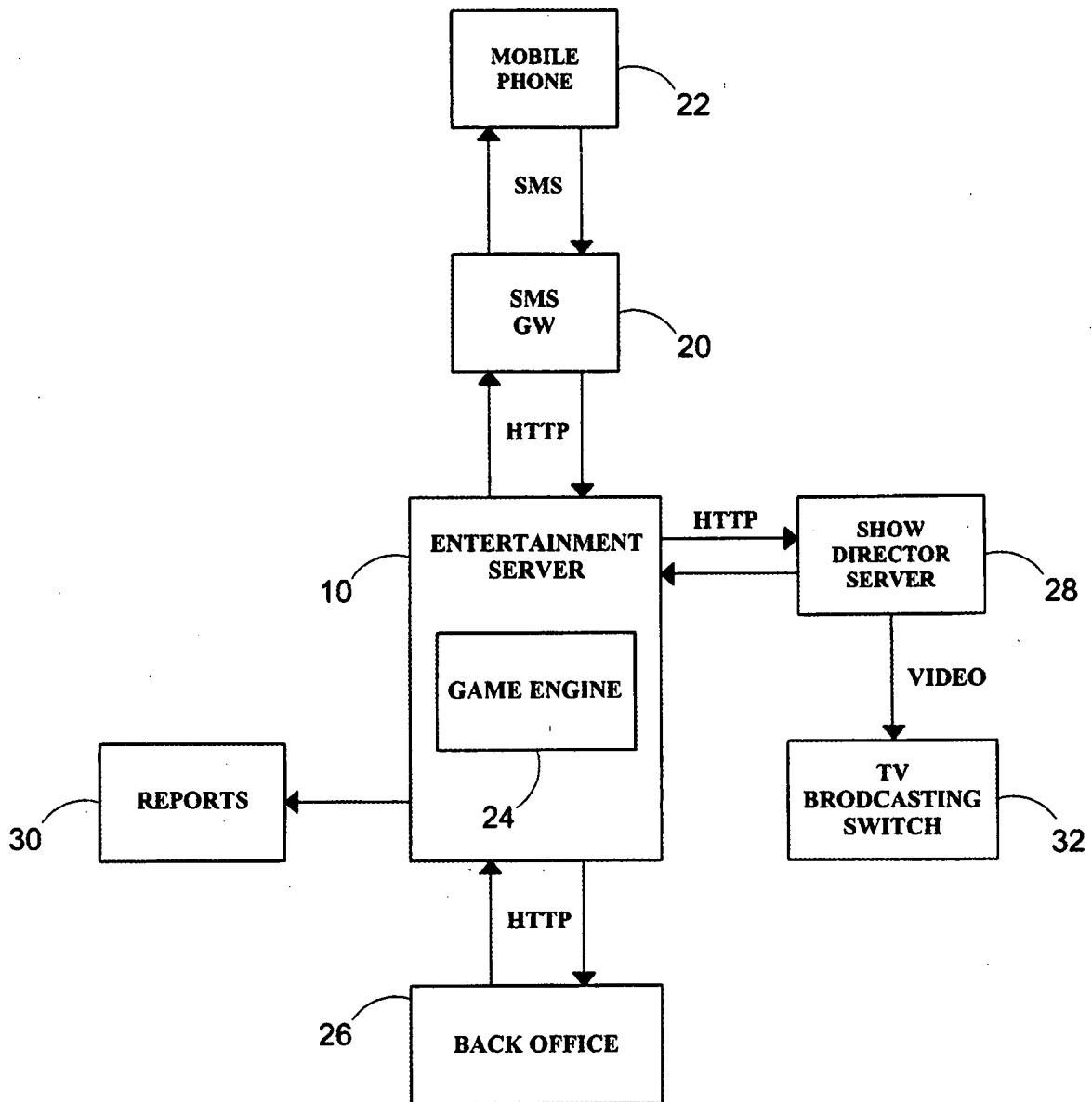
Fig.1A

Fig. 1B

Fig.2

Fig.3

120 —

ACCEPT BET

122

FIRST IN
REGISTER ?

NO

124 —

YES

ASSIGN
GRAPHICAL
TOKEN

126 —

UPDATE /
ASSIGN OTHER
TOKENS

128

MESSAGE
WAITING ?

NO

130 —
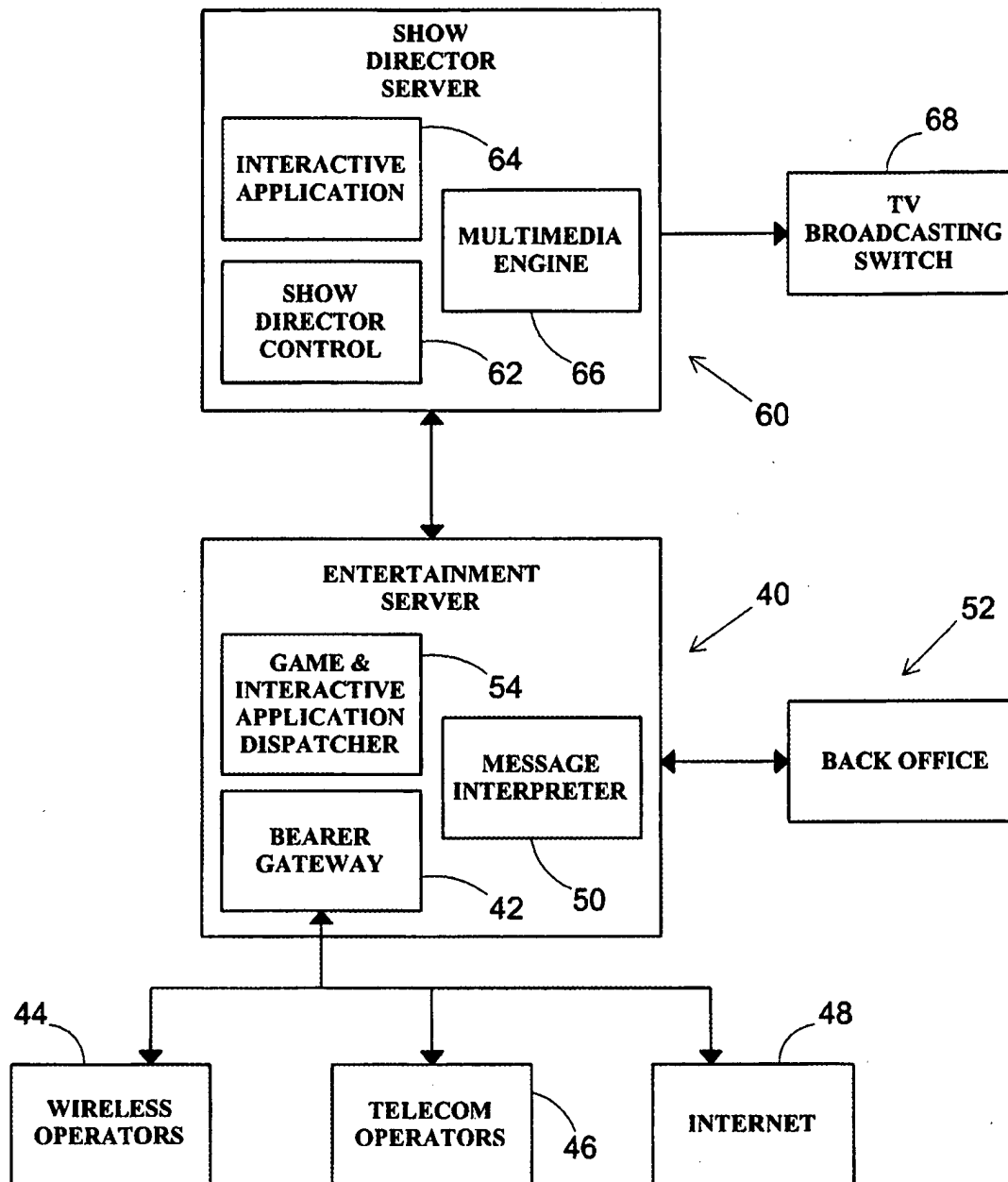
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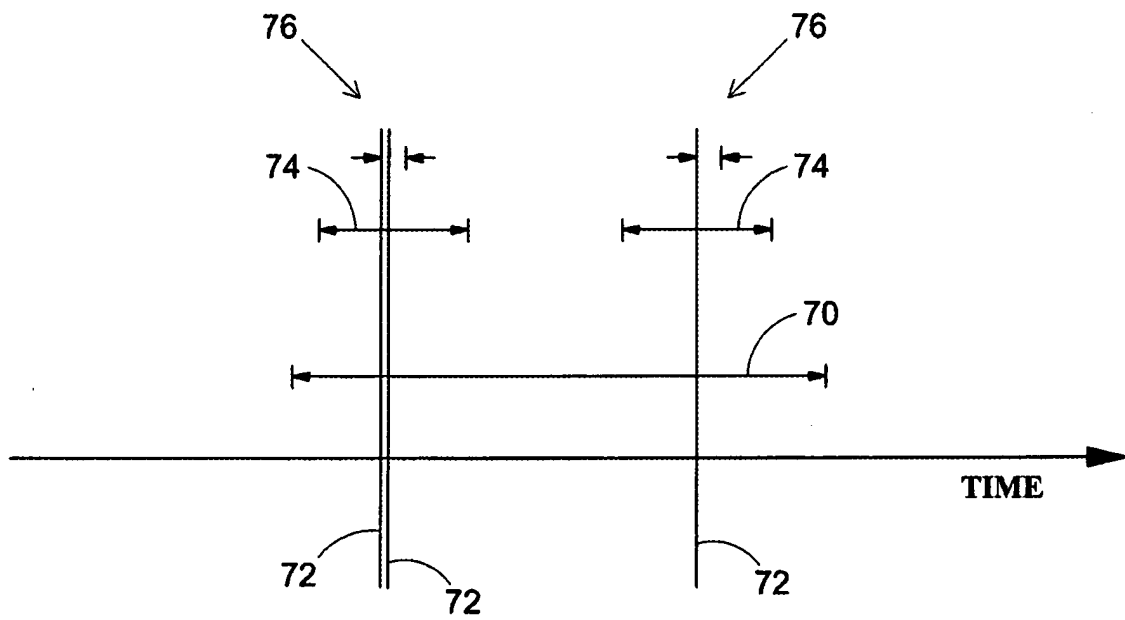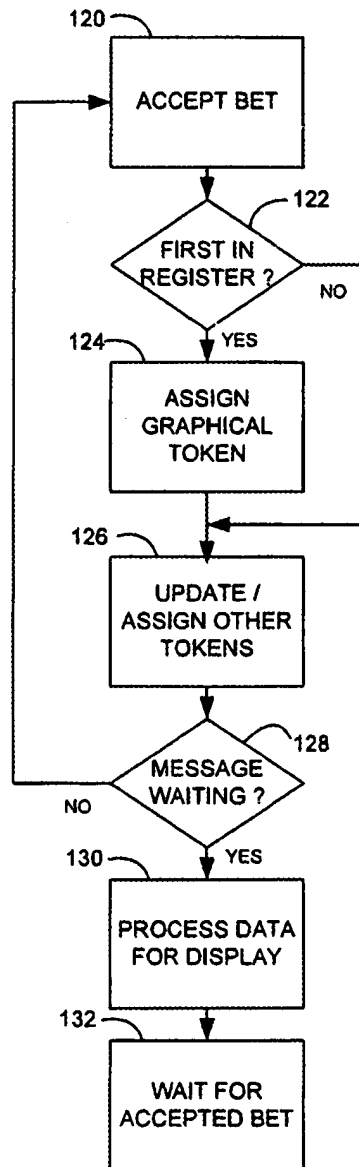
PROCESS DATA
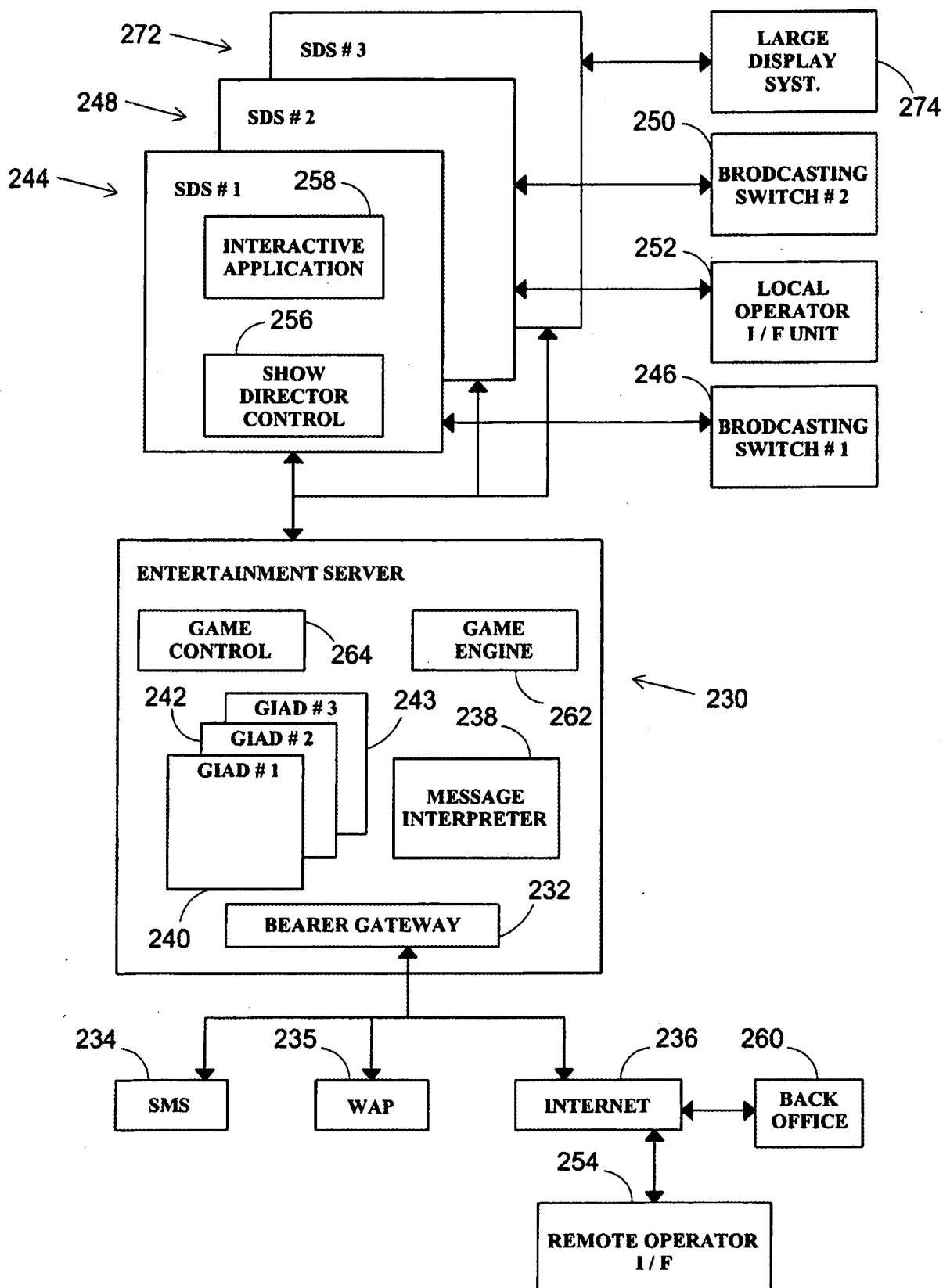FOR DISPLAY

132 —

WAIT FOR
ACCEPTED BET

Fig. 4

Fig.5

FIELD OF THE INVENTION

The present invention relates in general to interactive broadcasted games, and more specifically to broadcasted games for television watchers.

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BACKGROUND OF THE INVENTION

Interactive broadcasted games employing mass media such as TV in which remote players interact with the broadcasted game are known. Any remote player, who is connected to the broadcasting station through a communication

10 link such as touch-tone phone, may interact with the show and even control in real time features of the show displayed to all viewers. Games involving remote bettors employing computer network communications are also known in the art. World patent application PCT/01/83058A2 discloses a method and a system for betting on a variety of future events and casino scenarios among them. The

15 system consists of bettors' workstations linked through a computer communication network, such as the internet, to a wagering processor. An individual interaction is publicly displayed to all participating bettors. US patent application 2004/0152504A1 discloses a gaming system employing live events such as car races, broadcasted by TV. Bettors viewing the TV show, can place

20 bets using a return channel of the digital TV, or by transmitting betting messages employing a short messages service (SMS). Participants' interaction through

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wagering, may be displayed by means of a tele-text channel, or on a large screen located at the race arena.

World patent application PCT/2004/079535A2 discloses a method and system for facilitating audience participation in a live event like a baseball game. Participants, by means of dedicated wireless interactive devices equipped with input and output interfaces, can communicate with each other and/or respond to queries. Participants' answers are further displayed on large screens located at the site in which the event takes place.

BRIEF DESCRIPTION OF THE DRAWINGS

Fig. 1A is a block diagram of a preferred embodiment of a game broadcasting system according to the present invention;

Fig. 1B is a schematic rout of an interaction originated by a participant in a broadcasting game according to the present invention;

Fig. 2 is a detailed block diagram of the system of Fig. 1A;

Fig. 3 is a schematic presentation of three time intervals defined according to the invention;

Fig. 4 is a flow chart of a process of representing a bet messages with a token according to a preferred embodiment of the present invention;

Fig 5 is a block diagram of a game broadcasting system simultaneously providing two different TV shows and a third show exhibited by a large display system;

DETAILED DESCRIPTION OF THE PRESENT INVENTION

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The present invention provides a method and a system for the delivery of interactive games across multiple communication systems and platforms. A non limiting list of such games includes voting, answering quizzes, chatting, wagering, and any combination thereof, solitary or multi player. The games are

5　delivered publicly and the participants actively interact with the broadcasted game by transmitting messages to a game broadcasting system. Individual interactions such as betting, which are exhibited to all viewers of the broadcasted game, can nevertheless be discretely confirmed by the game broadcasting system. Messages can also be privately transmitted among participants of the

10　broadcasted game. The broadcasting game system receives messages simultaneously transmitted employing various equipment and through different communication platforms and channels. The system interprets and edits these messages and converts them as required into formats which are compatible with systems currently employed by the addressees including mass media systems,

15　as will be explained infra with reference to **Figs. 1 - 5**.

In **Fig. 1A** a block diagram schematically illustrating a game broadcasting system employing short messaging system (SMS), according to a preferred embodiment of the present invention is shown. An entertainment server **10** is connected to a SMS gateway **20**, operated by the service provider

20　or by an SMS broker, employing a hypertext transfer protocol (HTTP) application. A Participant using a mobile phone **22** may send and receive messages to and from the entertainment server **10** through gateway **20**. Game engine **24**, operated

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by the entertainment server **10**, produces game events displayed on TV. Back office **26** controls wagering game events..

The entertainment server **10** of the game broadcasting system is also capable of producing reports **30** such as required for handling the games, namely, scoring and monitoring the game in informal applications, which are not involved with gaining or loosing money. Game engine **24** controlling the logic of the broadcasted game is typically installed at the entertainment server. In some set ups, the game engine is installed at another computer, which is linked to the entertainment server **10** by a communication network.

Entertainment server **10** accepts betting messages and requests a corresponding approval by the back office. Such approved messages are further represented by tokens displayed publicly in the broadcasted game, as will be explained infra. Show director server (SDS) **28** merges the tokens with the video stream of the game provided by the game engine **24**, forming a single video stream, to be further transferred through a broadcasted video output interface unit, not shown, to the broadcasting switch **32**. Reactions of various participants are exhibited publicly in a specific TV show, such that all players for example bettors or chatting participants may watch them. Each participating bettor gets a dual response from the system, on the one hand he or she can observe the publicly broadcasted token, and on the other hand, a personal message is received dicretely, confirming the bet.

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Embodiment variants in which the entertainment server **10** is located at a distance from the show director server **28** and from the SMS gateway **20** are operationally preferable. Entertainment server **10** uses or interfaces various communication protocols such as including but not limited to any of the following

5   UDP/IP, SNPP, TCP/IP. SDS (show director server) **28** is preferably located close to the broadcasting switch **32**, typically installed at a building of the broadcasting service provider thereby maintaining broadcasted video quality. Similarly SMS gateway **20** is typically installed at a building of the service provider. Additional activities typically required for operating the gaming activity,

10   such as related to subscribing, accounting, and funding are provided by the back office.

The broadcasting means is not limited to TV. Game Broadcasting systems of a large display located outdoor, or in crowded places such as shopping centres are applicable. A game broadcasting system employing SMS is

15   similar to the one described above, except that a large screen display system substitutes the broadcasting switch. In such an application the show director server includes a broadcasted video output interface unit, linking it to the large screen display system. Such system is typically associated with public entertaining events. All activities related to the game namely, game control and

20   monitoring, declaring winnings and the like, are handled by a game control application installed in the entertainment server.

In **Fig. 1B** the sequential event flow resulting from a reaction initiated by a participant in a broadcasted game according to the invention is

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schematically illustrated. A participant **33** transmits a message to the entertainment server **34**. The accepted message being approved by the back office **35**, invokes a token transferred to the SDS **36** in which it is merged with the video stream of the broadcasted game and further transferred to the broadcasting system **37**. The game broadcasting system responded to the participant's reaction if received initiated in an allowed time frame, by both exhibiting token and sending a personal message, which includes complementary information related to it.

In **Fig. 2** a block diagram schematically illustrating the game broadcasting system described above is shown in more detail. The entertainment server **40** is capable of interfacing any messaging or communication service provider by means of a bearer gateway **42**. Messages are received from wireless communication providers **44** employing various techniques using various communications protocols , such as including but not limited to SMS, MMS, J2ME, WAP and Mobile C. Messages are also received through telecommunication (TELECOM) providers **46** employing interactive voice response (IVR), or through the internet **48**. A participant may transmit a message by referring to a website of an agent, or the gaming service provider and / or also by e-mailing to a specified address shown on the TV screen. All service providers and the internet are linked to the entertainment server **40** through bearer gateway **42**. Any such messaging routes, or channels are referred to hereinafter as messaging bearers. Messages are associated with a time tag of transmission, either by the messaging system, or by the delivering messaging bearer.

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Received messages are interpreted and analyzed by a message interpreter application **50**. A participant after being linked to the current broadcasted game (including but not limited to: roulette, keno, Hi-Lo, dice tossing, or horse racing) places bets, or chats with friends, by transmitting a message of specific structure. An accepted message is interpreted, and a token is assigned and further transferred to the game and interactive application dispatcher (GIAD) **54**. Game events originated by the game engine, not shown, are also transferred to of GIAD **54**.

Game events, tokens and participants' chat messages, synchronized by GIAD **54** form a synchronous process feeding the SDS **60**. The application software installed in the SDS **60** consists of show director control **62**, interactive application **64** and multi media engine **66**. A multimedia layer consisting of assigned participants' interactions represented by tokens, system messages, templates and logos is produced by the multi media engine **66** and further merged with the broadcasted game and displayed to the public...

The game is either animated being produced by the multi media engine **66**, or replayed , or a live scene . In the case of an animated game, the multi media layer, which includes participants' reactions, is merged with the video stream by the multi media engine **66** forming a unified video stream. Live scenes are fed directly to the broadcasting switch **68** in which it is merged with the multi media layer produced by the multimedia engine **66**.Director server **60** is linked to a broadcasting switch **68**, through a broadcasted video output interface unit, not shown.

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Video formats of the SDS output include but not limited to SDI, RGB, or YUV, suitable for any analogue and digital cable or broadcast TV, without the need of a special set-top box nor a remote control unit. Application program interface (API) and TV production are made by means of the multi media engine 66 employing simple hypertext markup language (HTML). Therefore handling foreign languages and language localization are done using HTML programming.

The multi media engine 66 resembles a browser software application . Therefore graphical screen editing in various forms and formats and incorporating animations, video clips, audible data, sound and music is simply achieved. These browser features also enable simultaneous interactions of participating viewers, game events, or a TV operator and producer, with the broadcasted TV stream by means of the interactive application 64. The show director control 62 has an operator interface unit, not shown, through which an operator controls features and content of the broadcasted video stream. By means of such an operator interface unit chat messages are censored before being displayed to viewers.

Viewers of the broadcasted game may vote regarding various issues such as aspect angle and distance of the camera looking at the game arena, or other multiple choice questionnaires displayed while the broadcasted game is running. These voting are handled by the operator of the broadcasted game by means of the show director control 62, interactive application 64 and the multi media engine 66 of the SDS r 60.

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To explain the interaction of a participant with the system of the invention, three distinct time intervals are described next by reference to **Fig. 3.** A first time interval is the duration of the broadcasted game **70**. Messages **72** arriving within this first time interval are checked for acceptability. The second time interval, referred to hereinafter as acceptance interval, is a defined time interval lasting typically throughout the duration of an allowed time frame in which messages related to a specific game event are accepted **74**. Such an acceptance time interval is for example the time interval dedicated to acceptance of answers to a question of a quiz in a trivia game, or duration of a betting round in which bets can be placed by bettors and accepted by the game broadcasting system. The beginning and end of such time interval of acceptance are indicated to viewers such as by announcements. Only messages transmitted within these limits are accepted. A third class of time intervals, adjustable by the producer of the TV show, is used for defining a coincidence of exhibiting tokens. In cases in which different participants bet on the same event and the corresponding messages are received within this third time interval, named hereinafter coincidence time interval **76**, only one common token is exhibited. Such a token, referred to hereinafter as common token, reflects the simultaneous betting of all bettors whose coinciding bets have been received within this coincidence time interval.

A token according to the invention is an expression conveyed by any video or audio signals expressed via electronic means, typically include visual graphics, and/or audible content. Visual graphics can be images, vector graphics presentations, or animated figures, or any combination thereof as known in the

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art. A graphical token such as an animated chip, is used to indicate, for example, a specific sector of the roulette table corresponding to the number on which a bet has been placed. A numerical token can be used to indicate the instantaneous accumulative stake, or by way of an animated histogram relative to the stake 5 corresponding to the various bets. A graphical or an alphanumeric or an audible token includes for example a content of a chat message, or a status report related to the various positions of racers in a horse racing game.

In **Fig. 4** a flow chart of a procedure for assigning tokens to betting messages, is described. An approval of a bet is received from the back office 10 **120**. The approval is given, having considered such parameters as the time of transmission in relation to permitted time limits, the number of a betting round and the stake in view of the balance of the participant's account. Apart from the approval by the back office all betting messages related to same bet in a specific betting round are accumulated in a respective register related to this bet and 15 round. Then, in step **122** if the bet for a specific round is found to be the first in the respective register of betting messages relating to same bet. A graphical token is assigned in step **124**. This token becomes a common token to all betting messages in this respective register in this specific betting round. In step **126**, message interpreter **50** assigns other tokens, or updates values of the various 20 aspects of a common token, if such other tokens, or aspects, are valid in this specific game and or bet. Namely, if the accepted message is not the first in the respective register of a specific betting round, it becomes associated with the given common token but updates to aspects other than graphical aspects are

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made. For example updating the numerical aspect includes computing the current accumulative value of stakes, and updating values of bet distribution histogram with current bet and stake. Apart from the tokens updated or assigned to a message related to a given bet, an indication is given by such as a SMS message sent to the sending participant, confirming the bet and stake. In step 128 message interpreter 50 checks if there is a betting message waiting. If there are no more betting messages waiting for processing, or that elapsed time since the last exhibited token is longer than the coincidence time interval. All tokens assigned to the last messages are transferred 130 to the respective GIAD for further processing to be displayed in the broadcasted game. The message interpreter 50 waits for additional accepted bets 132 when there are no messages waiting for processing. If there is a waiting message and elapsed time since last exhibition is not longer than the time of coincidence, the program moves to step 120 and next accepted message is accordingly handled.

The game broadcasting system according to the invention provides for different interactions with a specific broadcasted game, mediated by existing messaging systems. For example in horse race betting, different betting schemes are available as depends on the sophistication of the player's system. Participants capable of sending SMS messages are limited to placing "win" bets, meaning betting on a specific horse to arrive first at a finishing line of a race. Participants employing WAP systems, may implement more elaborate bets that take several parameters in a bet, such as "place", "show", etc., which means betting on a horse to finish either first or second, or to finish first, second or third, in a given race correspondingly. Since the game broadcasting system is

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simultaneously interfaced with different messaging bearers, a participant may change his messaging equipment during the show. A participant may start interacting with the broadcasted game using the internet, change to SMS employing his mobile phone and so on, provided that he logs in whenever he changes to a new equipment. In such a succession, the participant logging in using a new terminal logs off his previously employed equipment while his participation in the current broadcasted game is uninterrupted.

Another preferred embodiment of the game broadcasting system includes in addition to the above described units and functions also a remote operator interface unit and private chat among participants in the broadcasted game. A participant may privately transmit a message to another participant, or to a list of participants whose nick-name are displayed on the TV screen. To explain this aspect, reference is made again to **Fig. 2**. Message interpreter **50** identifies a private message by its header and further automatically converts the message to a format compatible with the messaging system currently employed by the addressee. Any component of the transmitted message, which is incompatible with the equipment of the addressee, is replaced by a token indicating that a component of the transmitted message is missing from the edited message. The converted message is then transmitted to the addressee through bearer gateway **42**. Addressees are notified by the tokens about missing components, which cannot be exhibited due to incompatibility with their currently employed equipment. In the opposite direction, message interpreter **50** converts transmitted winning messages before transmission, to be a format compatible with the messaging system currently used by the winners.

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A remote operator interface unit, not shown, is linked to the entertainment server through the internet **48** and bearer gateway **42**. The operator using this unit is linked to the game broadcasting system much in the same way as any participant employing the internet. Messages received from the remote operator interface unit are recognized by the message interpreter **50** and delivered to show director control **62** for further processing. The responses of the system are transferred back from the director control **62** through message interpreter **50** and bearer gateway **42** and through the internet **48** to the remote operator unit.

The game broadcasting system of the invention simultaneously supports a variety of different broadcasted games, as can be seen by reference to **Fig. 5**. A block diagram illustrating schematically a game broadcasting system simultaneously handling two different TV shows and an additional entertainment show employing a large screen display system. Entertainment server **230** includes a bearer gateway **232** linked to three messaging bearers SMS **234**, WAP **235** and the internet **236**. One message interpreter **238** simultaneously handles messages received from participants in the two different TV shows referred hereinafter as channel 1 and channel 2, and the entertainment show exhibited by a large screen display system. Tokens representing messages simultaneously received from participants in the different broadcasted games are transferred to three different GIAD units respectively. Assigned tokens and chat messages associated with TV channel 1 are transferred to GIAD 1 **240**, and those associated with TV channel 2 to GIAD 2 **242**. Assigned tokens and chat

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messages associated with the large screen display system are transferred to GIAD 3 **243**. Message interpreter **238** sorts the addresses according to the different dialing numbers, which are also indicated to viewers of each broadcasted game respectively. Assigning tokens to messages received from any participant in any of these broadcasted games is similarly carried out as described above. Entertainment server **230** is linked to show director server SDS 1 **244**. The broadcasted video stream generated in SDS 1 **244** is fed through a broadcasted video output interface unit, not shown, to broadcasting switch (#1) **246**, constituting the TV show of channel 1. The broadcasted game of channel 2 is generated by means of SDS 2 **248**. The video stream produced is fed through a broadcasted video output interface unit, not shown, to broadcasting switch 2 **250**. TV operator of channel 2 uses a local operator interface unit **252**, by which he or she controls features and content of the broadcasted game of channel 2. The local operator interface unit **252** is linked to SDS 2 **248**. The TV operator of channel 1 employs the remote operator interface unit **254**, which is linked through the internet **236** to entertainment server **230** through bearer gateway **232**. Operating messages transmitted from the remote operator interface unit **254** are identified by message interpreter **238** and transferred to show director control **256**, which controls the operation of interactive application **258** installed in SDS 1 **244**. A back office **260** controlling the wagering incorporated in a broadcasted game is linked to the entertainment server **230** through the internet **236** and bearer gateway **232**. Game events related to wagering are produced by game engine **262** and controlled by the back office **260**. Any communication between the back office **260** and entertainment server **230** such as associated with betting

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approval, game events, winning declarations and messaging winners, is delivered through same route, from back office **260**, through the internet **236**, then through bearer gateway **232** to message interpreter **238** and to game control **264** and same way back in a reverse order. Game control unit **264** installed on the entertainment server **230** controls game events for games other than betting. In betting, game control **264** functions as a front end of the back office **260**. SDS 3 **272** which generates the multimedia content and broadcasted video stream of the broadcasted game displayed on the large display screen is linked to entertainment server **230** and to the large screen display system **274**.

Game events in gaming are for example, spinning a roulette wheel, a sector where a roulette-spun ball parks, tossing dice, or a sum of the numbers shown across the tossed dice faces. Winning events are defined in accordance with pre declared rules of the game, such as a sum of the numbers shown across the tossed dice faces, or a place in which a racer has finished a race. Winning events in wagering are generated by a pseudo-random number generator operated by the game engine of the entertainment server. Winning is declared when a bet matches a winning event. In betting games, a winner is a participant whose bet matches a winning event. A participant winning a bet is first approved by the back office, who notifies the game broadcasting system of the details as follows: the participant mobile phone number, stake, winning value and the value of current participant's credit including the winning value. Winners are notified by a SMS message, by the game broadcasting system. Winners can be also notified by a winning token displayed in the broadcasted game. Winning tokens

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represent for example the highest prizes and number of winners involved in a specific betting round, or a line of betting rounds and or the entire game.

The function of a broadcasted game system of the invention can be better explained by way of the following examples

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EXAMPLE 1

A broadcasted multi-player roulette game is described next. The game is a fixed - odds betting game based on the roulette model in which players attempt to predict the numbered section in which a ball spun around the wheel
10 will park. A player sends an SMS message with his bet and stake in time. When a betting time comes to an end, the roulette wheel is spun, spinning the ball until it parks. Then, winners are declared, an SMS message is sent back to each qualified player to confirm the bets, and to announce the winnings. A player can place multiple bets within the betting round. In the course of playing, chatting
15 between players is facilitated.

To participate in the game, a participant must login to the game broadcasting system. To login, a participant sends a structured SMS message containing a login code and a personal identity code. The subscriber's codes are stored in the back office, with which subscribing has been carried out at
20 preparatory stage. After the back office authenticates participant's identity, and his logging in is approved a notice is transferred to the game broadcasted system. A confirmation SMS message is sent back to the participant indicating if

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he can participate in the game. The participant's mobile phone number uniquely identifies him in the game broadcasting system. Typically, a betting round lasts 1 minute. The system manager at the back office, allowing about 50 rounds per hour, adjusts the duration of a betting round accordingly. Each round is identified by a unique number (shown on TV screen) indicating the current round. A participant can place a bet on integer numbers 0 to 36, on black or red spots, on even or odd and on high (number drawn is in the range of 19-36) or low (number drawn is in the range of 1 -18) spots.

To place a bet, a participant sends a structured SMS message, which includes the bet, a stake and a number of the relevant betting round. Participants send messages to an address such as a telephone number indicated on the TV screen.

A participant can send chat messages any time during the game (not limited to betting round period). A participant's chat message, being displayed on TV, includes a nick-name (if one was registered) or the word "guest" is displayed if no nick-name was registered. To chat, the participant sends a structured SMS starting with a chat code followed by his message. The TV show operator may censor chat message before being exhibited.

EXAMPLE 2

A multi player trivia game and voting is described next. An entertainment event is carried out in a crowded place such as a shopping centre

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employing the game broadcasting system of **Fig. 5**. The broadcasted game consists of an entertainment show, which was previously recorded, or a live broadcasted show, or a sporting event, advertisement video clips and animations, and live activities such as trivia game, voting and chat in which visitors in the shopping centre can participate.

Show director server SDS 3 **272** and the large screen display system **274**, which is linked to it, are located at the shopping centre. A remote operator interface unit, not shown, is linked to the entertainment server **230**, by which an operator of this entertainment show can access the game broadcasting system and control features and content of the show. The operator simultaneously performs as a TV operator, or producer, and also as a system manager of a back office producing a game by being linked to game control **264** and remotely operate game engine **262**. The operator allocates time, changes the order of scheduled advertising video clips or animations, and deletes or adds advertisement pieces. The operator also activates trivia games, chats or voting activities and censors chat messages.

Messages transmitted by participating visitors are accepted by message interpreter **238** and further associated with tokens, which are transferred to GIAD 3 **243**. Previously prepared quizzes and questionnaires related to the trivia game and voting are stored in SDS 3 **272**. The operator can access the questionnaire for voting and modify it if he wishes to do so. Internal game engine **262** generates game events for the trivia game and the voting, which are timing events associated with displaying a multi - choice question of a

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quiz and the limits of time intervals for accepting answers to each question. Internal game engine **262** transfers trivia game events to GIAD **243**. Message interpreter **238** accepts answering messages as described above, and transfers them to entertainment control **264** for scoring, producing and keeping records of

5 correct answers related to all participants involved in this trivia game. Synchronized game events and tokens associated with participants' messages are further fed to SDS 3 **272**. The remote operator interface unit, not shown, transmits operating messages by operator selection, to director control, not shown, installed on SDS 3 **272**. Message interpreter **238** identifies the operator's

10 messages and transfers them to show director control. Processed operational messages are followed by corresponding notices to the interactive application, not shown, installed on SDS 3 **272**, and game control **264** and by acknowledging messages which are transferred to the remote operator interface unit, by message interpreter **238** through bearer gateway **232** and the internet **236**.

15 Winning a trivia game and or winning by voting is processed through scoring of answers received from participants. Winnings events and announcing winners are produced by the game control **264**. Winnings are associated with winning tokens, which are publicly displayed in the broadcasted game. Winners are notified both publicly and by a SMS message personally sent by the game

20 broadcasting system. The multi media layer produced by the multi media generator, not shown, installed on SDS 3 **272** consists of chat messages, tokens related to the trivia game and or voting and advertisement clips and or animations. Replayed video and or live broadcasted video of the entertainment

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show is fed to SDS3 **272** through a video input interface, not shown, and merged

with the multimedia layer by means of the multimedia engine installed on SDS3

272. A broadcasted video consisting of the merged interactive show is fed

through a broadcasted video output interface unit, not shown, to the large display

5   system **274**.

CLAIMS

1. A system for broadcasting games comprising:

   ι an entertainment server connected to at least two bearer communications systems for accepting and sending messages through and for managing response of players to said game, wherein said entertainment server employs a bearer gateway and a game engine;

   ι at least one show director server connected to said entertainment server for merging said response of players in a broadcasted video and for managing the display, and

   ι a broadcasted video output interface unit.

2. A system for broadcasting game as in claim 1, wherein said broadcasted video output interface unit is linked to a TV broadcasting switch.

3. A system for broadcasting game as in claim 1, wherein said broadcasted video output interface unit is linked to a large screen display system.

4. A system for broadcasting game as in claim 1, wherein said show director server further has at least one operator interface unit through

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which an operator controls features and content of said broadcasted game.

5. A system for broadcasting game as in claim 4, wherein said at least one operator interface unit is a remote unit linked to said entertainment server through said bearer gateway.

6. A system for broadcasting game as in claim 1, wherein said entertainment server is further linked to a back office.

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CLAIMS

1. A system for broadcasting games including an entertainment server for managing response of players to said game and at least one show director server having a broadcasted output video interface, wherein said entertainment server has a bearer gateway connected to at least two bearer communications systems for accepting and sending messages to and from said players through, and wherein said players respectively employ messaging systems linked to any of said at least two bearer communications systems, said system for broadcasting games comprising a message interpreter for at least converting a message addressed to at least one of said players into a format compatible with the respective messaging system currently employed by said at least one player.

2. A system for broadcasting game as in claim 1, wherein said broadcasted video output interface unit is linked to a TV broadcasting switch.

3. A system for broadcasting game as in claim 1, wherein said broadcasted video output interface unit is linked to a large screen display system.

4.   A system for broadcasting game as in claim 1, wherein said show director server further has at least one operator interface unit through which an operator controls features and content of said broadcasted game.

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5.   A system for broadcasting game as in claim 4, wherein said at least one operator interface unit is a remote unit linked to said entertainment server through said bearer gateway.

10   6.   A system for broadcasting game as in claim 1, wherein said entertainment server is further linked to a back office.

7.   A method for communicating among participants in a broadcasted game employing a system for broadcasting games, wherein said
15   system includes an entertainment server for managing response of players to said game and at least one show director server having a broadcasted video output interface, and wherein said entertainment server has a bearer gateway connected to at least two bearer communications systems for accepting and sending messages to and
20   from said players through, and wherein said players respectively employ messaging systems linked to any of said at least two bearer communications systems, and wherein said system for broadcasting games includes a message interpreter for at least converting a message addressed to at least one of said players into a format
25   compatible with the respective messaging system currently employed

by said at least one player, said method comprising replacing a component of a message addressed to said at least one player by a token indicating said replaced component, whenever said component is not compatible with the respective messaging system currently employed by said at least one player.

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Application No:	GB0525846.2	Examiner:	Mr Brendan Donohoe
Claims searched:	All	Date of search:	9 May 2006

Patents Act 1977: Search Report under Section 17

Documents considered to be relevant:

Category	Relevant to claims	Identity of document and passage or figure of particular relevance
X	1-6	WO 01/43048 A1 OY PRIKATTI - See whole document, note especially page 14 lines 7-8.
X	1-6	US 2002/0143901 A1 LUPO - See whole document, note particularly paragraph 0071 and figure 6.
A	-	WO 02/066130 A1 WAPLICATIONS - See whole document.
A	-	WO 99/05821 A2 AVID TECHNOLOGY - See whole document, note particularly the section entitled "Technical Directors Workstation".

Categories:

X	Document indicating lack of novelty or inventive step	A	Document indicating technological background and/or state of the art.
Y	Document indicating lack of inventive step if combined with one or more other documents of same category	P	Document published on or after the declared priority date but before the filing date of this invention.
&	Member of the same patent family	E	Patent document published on or after, but with priority date earlier than, the filing date of this application.

Field of Search:

Search of GB, EP, WO & US patent documents classified in the following areas of the UKC^X :

A6H; H4F

Worldwide search of patent documents classified in the following areas of the IPC

A63F; H04N

The following online and other databases have been used in the preparation of this search report

WPI, EPODOC

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